

## **EXTREME 21**

### **RULES OF PLAY**

#### **GENERAL DESCRIPTION**

- (a) Extreme 21 is a game played with one, four, five, six or eight decks of cards.
- (b) Cards are dealt from a shoe with one to eight decks of cards.

#### **OBJECT OF THE GAME**

- (a) Each player attempts to achieve a higher total point value per hand than the dealer's without exceeding a value of 21.
- (b) If point count exceeds 21, player hand is bust and bet is automatically lost.
- (c) If player and dealer's point total are equal, the dealer must continue to hit until he beats the players hand. i.e., player has 17 -- dealer must hit until he has 18 or more. There are no pushes in Extreme 21.
- (d) If player gets to exactly 21 points it is an automatic winner and the player is paid 1 to 1 immediately.

#### **HAND RANKINGS**

- (a) Any 21 hand wins
- (b) Closest to 21

## **POINT VALUE OF CARDS**

- (a) Aces .....1 or 11  
Face Cards and Tens .....10  
2 to 9 .....Face Value
- (b) A soft hand has an ace counted as 11
- (c) All other hands are termed in point value.

## **BLACKJACK OR ANY OTHER 21**

- (a) A blackjack has no special significance in this game and is treated like any other 21 point hand. It is an automatic winner for the player.

## **LIMITS**

- (a) Players may play one square at table minimum, two squares for double table minimum but the maximum table limit must always be played for three hands or more.

Maximum Betting limits shall be:

### **\$2 - \$100 Table**

One \$2  
Two \$5 each  
Three \$100 each

- (b) A Player may not exceed a \$100.00 Bet per betting square.
- (c) Player must complete first betting square before playing the next betting square.

## **PAYOFFS**

- (a) All winning hands are paid off at one to one.

## **SEQUENCE OF PLAY**

- (a) New decks of cards per game shall be used. See Section 9.7-Cards.
- (b) A single deck riffle shuffle, or, a four, five, six or eight deck riffle shuffle shall be used. See part 9.8-Approved Shuffles.

## **BASIC PLAY**

- (a) Dealer's cards are dealt in front of chip tray.
- (b) Starting on dealer's left:
  - I) All players must place an original bet before receiving a card;
  - ii) Each player is dealt first card face up;
  - iii) Dealer then takes one card face up; and
- (c) The dealer will give first player on left his second card face up.
- (d) Player must use hand signals to indicate:
  - I) Hit - draws additional cards;
  - ii) Dealer must provide additional cards until player stands or busts; or
  - iii) Stand - draws no additional cards; (Note player may not stand on one card) and

(e) After each individual player's hand is completed dealer shall:

i) not play if player has busted -- dealer shall burn card and take new card for next betting square.

OR

ii) announce "Dealer's card", pause, and take hits until Dealer's hand beats the player's point total. i.e., player stayed on 14 -- dealer must hit until he/she has a point total of 15 or more.

AND

III) dealer shall stand if:

- a hit card played on dealer's hand brings his/her point total over the player's point total.

iv) if a hit card on a hand brings total over 21, dealer busts; and

vi) After individual each hand is completed dealer will take another card face up and begin play with next player. If dealer does not play hand card is burned and a new card is dealt face up to the dealer.

(f) If a player's first 2 cards are 21 dealer shall pay player immediately as this is an automatic winner. Dealer burns their card and takes a new card to play next betting square.

(g) Double Down - Player may double down on the first two cards or more dealt (any total except 21). Player receives one card which is placed on a right angle. Player may take additional hits after doubling until they stand or bust. If Dealer makes a blackjack this has no significance as it only means 21 so Dealer will take original and double down bet.

(h) Pair Splitting - If first two cards are of equal point value, player may play each as a separate hand by putting up an equal bet. If the first card drawn to either split hand produces another pair;

i) player may split again to create another hand, there is no limit on pair splitting (unlimited). **Exception: You may only split Ace's once and get one card on each split Ace.**

ii) each time a pair is split; player must put up a separate bet equal to the original;

iii) first split hand shall be completed before second hand is played; or

iv) player may "double down" on first two cards or more of split, after splitting. Player puts up an additional, separate bet equal to the original and receives one card which is placed at a right angle to the first card dealt. Player may continue to take additional hits on a double down until player stands or busts.

v) Dealer must play hand one at a time until they beat each of the split hands. i.e., player has 17 on one split hand and 20 on the other split hand, Dealer will hit until they beat 17 -- stop and take the bet, hit again to beat the other split hand of 20. If the Dealer beats the other split hand they take the bet, if not, they pay that hand. Dealer always plays out all split hands with their original face up card.

## **SET**

(a) Bets are paid, or taken, after each individual hand is played.

(b) If a players hand is busted during round of play, bet shall be taken immediately and players and dealers cards burned. Dealer will take a new card face up for each individual betting square.

(c) If player and dealer's point total are equal the dealer must hit until the dealer's point total beats the player's point total. i.e., player and dealer's hand is tied at 19 -- dealer must hit to achieve a higher point total without exceeding 21.

(d) All payoffs shall be made color for color or conversion, provided dealer announces conversion payout.

(e) After each hand bets are paid or taken. Dealer shall pick up players hand, and own hand last, and place cards in discard holder.

## IRREGULARITIES

- (a) Hit Without Hand Signal. If card is dealt prior to player making hand signal, dealer shall immediately notify Pit Boss, who shall declare the card dead and instruct dealer to burn it.
- (b) Dealing to Blank Space. If card(s) is dealt to space with no bet. Dealer shall immediately notify Pit Boss who shall declare card(s) in that space dead and instruct dealer to burn card(s).
- (c) Hand Signal Disputes. In case of dispute between player(s) and dealer as to interpretation of hand signal, Pit Boss shall be notified immediately.

If player complains after dealer's hand play has commenced, Pit Boss shall:

- i) dealer must burn their hit card and player must take the next card. Then dealer will continue finishing his hand.
  - ii) If the player's hand has been hit by mistake, burn hit card and players hand stands.
- (d) Cards shall not be "backed up" under any circumstances.
- (e) If Dealer does not receive a card and deals it to the player, this card shall be burned and dealer receives next card face up and play continues.
- (f) If Dealer deals second card up past the second betting square then all cards are burned. **NO EXCEPTIONS.**  
  
If Dealer deals second card up to the first and second betting square then just those first two second cards can be burned. Play then will proceed as normal.
- (g) If Dealer takes additional hits after beating the player's hand a Pit Boss shall be notified and the additional hits shall be burned.



## PROPOSED SCHEDULE OF PAYOUT

EXTREME 21 is a game which is played individually between each betting square and the dealer. It has no progressive on it. The highest hand achievable is Twenty-one. If the player receives any Twenty-one hand they are paid even money immediately. Blackjack has no significance other than it counts as 21 points and is paid even money immediately. All other winning hands are paid off one to one.

### SAMPLE PAYOUTS:

**i.e.,** Player puts up Bet - **\$20.00**. He receives first two cards for a total of 16 points. Player stands.

Dealer plays his hand and hits to soft 17 dealer stands and wins and takes the Player's bet.

**i.e.,** Player puts up Bet - **\$10.00**. He receives first two cards with a total of **12** points. Player hits and draws a nine for a total of **21** points. Player wins automatically with any point total of Twenty-one and is paid immediately by Dealer even money on his bet.

**i.e.,** Player puts up Bet - **\$5.00**. He receives first two cards for a total of twenty points. Player stands.

Dealer will then try to beat the **Player's** hand. Dealer draws to twenty but must beat the player. Dealer must take additional hit and draws a five. Dealer busts and pays Player.

**i.e.,** Player puts up Bet - **\$10.00**. He receives two eights. Player decides to split eights. Puts up an additional bet and receives another eight. Player may split as many times as they wish with the exception of Aces which can only be split once and receives one card on each split Ace. Player decides not to split again and stands on his first split hand of **16**. Dealer then gives him a second card on his other split eight and deals him a ten – Player stands.

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Dealer will then draw cards to beat each split hand with his original face up card. Dealer's face up card is a five. He draws a ten and then a **two**. Dealer will stop at this point and take the first split hand of 16 and the bet and then continue to hit to beat his second split hand of 18. Dealer draws a six and busts. Dealer pays the Player for the second split hand.